



NO.6
AUGUST
2011

the **BELL**OWER



Julio
2011

CONTENTS

STAFF

OVERTYRANT:
HRAGGED

EDITOR/LAYOUT:
RANDROID

ASSISTANT EDITORS:
BARNEY
ULTRA-MEGA BOB

COVER ART:
HERMUT ALLMIGHTY

CONTRIBUTIONS BY:
REG06
MEATHOOK
KRIMSONSCYTHE

MINIATURES:
LEWIS CLARKE
MASTER YOGA
DURHAM RED
OGREBANE
POINTHAMMERED

FROM THE GUT PG 2
HRAGGED

ASK AUNTY DOREEN PG 3
AUNTY DOREEN

FAQ FOR NEW PLAYERS PG 4
BARNEY & CAP'N LARDGUT

A GIANT IN CHAINS PG 5
ULTRA-MEGA BOB

THE FEEDING GROUNDS: PG 7
THOUGHTS FROM THE
THINLING REALMS

**BARNEY & ULTRA-MEGA BOB AND
VARIOUS CHATTY THINLINGS**

BUTCHERS CAULDRON PG 16
REG06

TACTICS FOR TYRANTS PG 21
ULTRA-MEGA BOB

GASTRONOMIC RUMBLINGS PG 25
FROM THE BUTCHER'S POT
KRIMSONSCYTHE

GUTS OF LEGEND: PG 26
"HANDSOME" KURG
MEATHOOK & HERMUT ALLMIGHTY

ARMIES OF THE PG 28
STRONGHOLD
BARNEY & NIGHTMARE

NEXT ISSUE PG 31
RANDROID

THE BELLLOWER IS A QUARTERLY
PUBLISHED WEBZINE PRODUCED BY
THE OGRE STRONGHOLD AND ITS
MEMBERS - SEND SUBMISSIONS TO:

BELLLOWER@OGRESTRONGHOLD.COM

THIS WEBZINE IS COMPLETELY UNOFFICIAL AND IS IN NO WAY ENDORSED BY GAMES WORKSHOP LIMITED. ALL MATERIAL APPEARING IN THE BELLLOWER IS COPYRIGHT OF ITS AUTHOR OR CREATOR. REPRODUCTION IN WHOLE OR PART IS NOT PERMITTED WITHOUT PERMISSION. OPINIONS EXPRESSED HEREIN ARE NOT NECESSARILY THOSE OF THE BELLLOWER, THE OGRE STRONGHOLD, SUPPORTERS, OR THE STAFF.

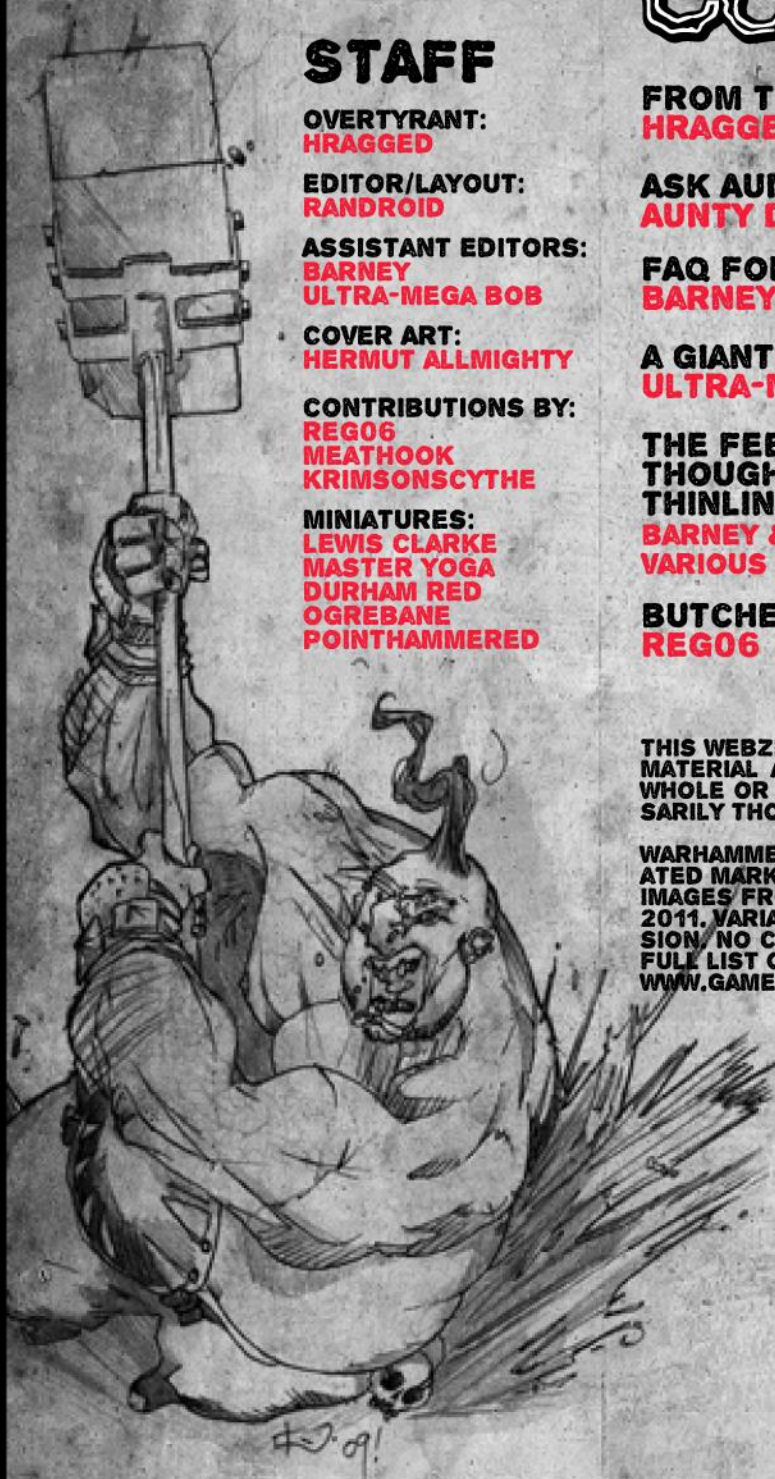
WARHAMMER, AND ASSOCIATED INTELLECTUAL PROPERTY, IS COPYRIGHT OF GAMES WORKSHOP - ALL ASSOCIATED MARKS, NAMES, RACES, RACE INSIGNIA, CHARACTERS, VEHICLES, LOCATIONS, UNITS, ILLUSTRATIONS AND IMAGES FROM THE WARHAMMER WORLD ARE EITHER, TM AND/OR COPYRIGHT GAMES WORKSHOP LTD 2000-2011. VARIABLY REGISTERED IN THE UK AND OTHER COUNTRIES AROUND THE WORLD. USED WITHOUT PERMISSION, NO CHALLENGE TO THEIR STATUS INTENDED. ALL RIGHTS RESERVED TO THEIR RESPECTIVE OWNERS. A FULL LIST OF GAMES WORKSHOP TRADEMARKS CAN BE FOUND AT WWW.GAMES-WORKSHOP.COM/LEGAL/LEGAL.HTML

TROUBLEMAKERS AND GUTLESS OGRES WILL BE THROWN INTO THE GORGER PIT.

the BELLLOWER

ISSUE NO. 6 - AUGUST 2011

WWW.OGRESTRONGHOLD.COM



FROM THE GUT

"A word from your Overtyrant"



Greetings one and all!

As I write this, Ogre Kingdoms players across the globe are eagerly anticipating the release of the new Ogre Kingdoms army book and the many new miniatures that will accompany it, pictures of some of which have already leaked online (if you haven't seen them yet, go take a look!). We're fast approaching a new era for our army, we're on the cusp of new ways to play and new modelling opportunities - I think you'll agree it's a very exciting time for Ogre fans.

It's been 7 years since the Stronghold first opened its gates and I reckon our community hasn't been stronger. The continued fantastic efforts of the Bellowers team are one testament to this - cheers guys! I'd also like to take this opportunity to give a welcoming belch to the many new guts currently migrating to the Stronghold daily, and to the many old guts returning to us from their travels. Hope you all find the Stronghold as much of a joy as I have over the years!

As Ogre Kingdoms players, I think it's safe to say we haven't always had an easy time of it on the gaming table. Often seen as a lower tier army by most online communities and tournament players, we've always had to fight hard for our victories to remind people that yes, might makes right. A challenging game is often a thrilling game, and to me that's what makes a game like Warhammer worth playing, so if I had one wish for our next army book it would be that it won't give Ogres too much of a power boost! Whatever happens, I'm sure the Stronghold community will stand tall for the next 7 years and beyond.

Onwards with issue #6, and keep an eye out for the return of 'Battle of the Tyrants' this September!

- Overtyrant Hragged

Ask Aunty Doreen

Is smashing your problems with a club not working? Never fear - Aunty Doreen offers her decades of experience and advice as the most beloved and famous Ogre den-mother in the Mountains of Mourn. If you have a question for Aunty Doreen send an email or cave scrawl to the bellower@ogrestronghold.com and we'll pass it along. And now on to your questions!



Dear Aunty Doreen,

I went to the Chaos Wastes, founded me one o' dem dere big rhinoxen things... them mammoff whatsit's... and eat da whole fing, bones en all in less den 3 hours.

I dont have any problems I just wanted to brag ha!

- One very bloated tyrant!

One of my distant relatives once did da very same fing. Two weeks after he returned, he grew 'im an extra leg and started mumbling something about change and whats'not.

After he proceeded to grow a third eye, and by the time his belly button was three times da original size, we decided it would be safer for us... ehrrm, I mean 'im... at da bottom of da Gorger Pit. Even dem Gorgers were quiet for some time after dat.

We don't have any problems now, I just wanted to brag! Hurr hurr hurr...

Dear Aunty Doreen,

I have been havin' some family trouble. You see, my son has been getting a bit uppity lately. He hasn't been followin orders quite like the rest of his brothers. Seems like he's plannin something. I really think he's plottin' to overthrow me. I never thought he would be one to do it, especially after he came back from visiting the Great Maw. Someone jaded like he is, always muttering things under his breath, drooling all over his gutplate, overthrowing me? What should I do?!

- Tyrant in Trouble

Da best an' most easy thing ta do would be to eat him; eating wrong 'uns is much easier than trying to deal with dem while they alive. Tell 'im you've seen a vision of the Maw appear at da bottom of da nearest cliff, right where there is a big 'X' on the ground, but dat you can't go wiv 'im as you've got to check on dem Rhinoxes which have wandered up to da top... den when he goes and checks for da Maw push a Rhinox on 'im and eat whats left. It's easy!

Dear Aunty Doreen,

Every time I hit my Gnoblars they pop. Is there any ways to stop this, as I am running out?

- Anonymous

Well every young Bull pops 'is Gnoblars fairly often far as I can tell. If you don't want 'em to pop so early den you've got ta learn to control yourself, and hit 'em less often.

Dear Aunty Doreen,

The Ghoulie things annoy me. First off, they don't go die when ya whack 'em, and then when ya do kill 'em, they ain't no good for eatin'! Whadda I do?

- An irritated Irongut

Try kickin' dem really hard. Dats what I do. It doesn't help kill em but it sure is fun!!

Dats all I got time fer! Keep bein' good bulls and ghouls an don't do nuffin' I wouldn't!

FREQUENTLY ASKED QUESTIONS



The Ogre Stronghold is a place that welcomes all. From aged Tyrants, rugged Maneaters and Hunters, to the youngest Bulls, the Feeding Grounds of the Stronghold echo with stories of war, feast, blood and every other pleasure an Ogres life brings. The many questions of newcomers sometime enrage the aged veterans who come to enjoy their feasts. There is one exception, though. The towering, grey bearded Tyrant with a triangular hat - Capt'n Lardgut, they call him. He enjoys giving young Bulls advice on how not to be eaten in the vast Old World. He decided to put together a compilation of the most frequently asked questions from new players and answer them, for the convenience of all the future Overtyrants.

Q: Why should I play Ogres?

A: 'Tis a question that could get you an instant spanking around the short-tempered Ogres. There are many reasons to choose the Ogre Kingdoms army for your Warhammer Fantasy career. The Ogres are a very unique army. No other Warhammer army offers you the opportunity to field a force consisting of primarily monstrous infantry. No other army has its core built around fast moving, multi-wound creatures with many attacks. Not a lot of people play the Ogres, as they are relatively new, only being introduced in 2005. The Ogre Kingdoms have also been blessed with a very characterful and open ended background, so that there is plenty of scope for you to incorporate your own tribe into the Ogre's world. We get awesome models; very detailed and with great modelling/conversion opportunities. The relatively low count of models is a plus, too, as you can really let yourself loose with painting and modelling every single Ogre in your army. Also, under the 8th Edition rules, it's a general consensus, that crushing puny thinglings underneath your plate-covered boot heels has become easier and more enjoyable. And, you can always visit the Feeding Grounds over at www.ogrestronghold.com to get great tips and valuable comments from Ogre veterans that will help you grasp the finer points of playing your own Ogre Kingdoms army easily and quickly.

Q: Why should I not play Ogres?

A: Despite the many positives listed above, there are several reasons why the Ogre Kingdoms armies tend to scare away potential Tyrants. Despite the look (and nature) of the Ogres, brute strength with no thinking will only serve to disappoint. Being an effective Ogre Tyrant is a very complicated thing and delicate planning, as well as quick wits and the ability to change your plan along the way, are required to win. So, be prepared to face a very steep learning curve and remember, every loss on the battlefield, when analyzed properly, will make you stronger in the next battles.

Another drawback is the heavily restricted army creation options, with lots of units requiring another unit in order to be fielded, but this will likely change with the upcoming release of the next Ogre Kingdoms Army book.

Q: I've chosen to start my Ogre Kingdoms Army. Now what?

A: First of all, welcome aboard! Secondly, you'll need a copy of the Warhammer 8th Edition Rulebook (if you don't own one already) and an Ogre Kingdoms Army Book. When you get to know the basic rules and units listed in the books, it's time to build your forces. The easiest and financially most rewarding approach is to buy a Battalion box (or two). The contents (6 Bulls, 4 Ironguts, 4 Leadbelchers and 24 Gnoblar Fighters) will give you a nice number of models to start with, plus a bucket load of bits and spare weapons. Also, you can easily convert one of the Bulls into a Butcher and one Irongut into a Bruiser/Tyrant. Converted Maneater models also make good and unique Bruiser replacements. If you buy two Battalions, you'll get enough models to field a legitimate 1000 pts army. From there, you're on your own. Get a few games, perhaps proxy some units, and see what you like and what works best for you before buying additional models of your choice.

Q: What is the best army composition?

A: The army composition depends solely on your preferences. Get the models you want to collect and have fun playing with. With the coming of 8th Edition, Ogres suddenly got rank bonuses, extra attacks, Stomp attacks and many more goodies that led to the common use of big blocks of Bulls or Ironguts. With the rework of our Army Book coming soon we have a good chance of finally getting more options and variety, which is what the Ogres lack the most right now. All in all, the only thing you should avoid is prejudice and jumping to quick conclusions based solely on Theoryhammer. Gaming experience and thinking out of the box are the key to success with you Ogre Kingdoms army!

Q: Which opponents are generally easier/harder to play against?

A: It's difficult to talk about easy and hard opponents, but there are naturally some more favorable matchups for the Ogres. These include armies with limited shooting options and somewhat less destructive damage dealing magic. The Ogres are a force in close combat, so the more Ogres get to it, the better the chance the Ogres monster stats have to shine in the fray. It's a general consensus that armies such as Orcs and Goblins, Vampire Counts, Beastmen and to a lesser extent also Warriors of Chaos are some of the more favourable matchups.

At first, it may seem like all armies are difficult to play against. But don't worry, you'll get some relief with more games under your belt. Generally, the bad for Ogres include: heavy shooting (especially that of Strength 4 and higher), heavy magic, things that hit hard and strike before you do and flying units. That means armies like High Elves, Dark Elves, Empire, Skaven, Dwarfs, and Demons of Chaos will give you more trouble than others. With practice, and experience, you'll soon be able to give as good as you get from these forces but it will always be a bit of an uphill battle.

We hope the answers to these frequently asked questions help you go out and beat some thinlings in the name of the Ogre Kingdoms!

-Barney



“A Giant In Chains”

by W.M. McCrorie (aka The Ultra-Mega Bob)

Gul’Vhar sat on his haunches within the confines of the pit. Chained to the solid walls by both ankles and wrists there was little he could do to relieve the stiffness he felt creeping slowly and softly through his muscled frame, though he stretched his legs as far as his manacles would allow. The giant was accustomed to the gloom of this place, though it did nothing to break his foul mood; he could not remember the last time that he had seen the sun in the sky, or felt fresh air upon his face as he gazed at the night sky.

Gone were the days when he roamed the wilderness, stamping the beasts of the plains beneath his leathery feet, his laughter echoing through the forests and across the plains. Once he was free to climb the mountains, drinking in clouds and great bursts of thin air as his body powered him to the heights of the world where he would sit, at peace amongst the quiet winds. He swam the seas at will, and revelled in the destruction he would wreak upon unsuspecting ocean vessels; he had grown accustomed to the salty taste that came from eating men and wood which had ‘marinated’ too long in the sweeping ocean waves. His stomach rumbled at the thought of the morsels he had come to take for granted in that time before his confinement. They had come upon him suddenly, and with no warning. As a swarm of ants will descend upon a mountain of sugar, so the Ogres of the Mountains of Mourn had attacked the Giants of the Old World; they were as like a plague of violent insects, and what they did not devour instantly they carried away and put to work for the good of their tribes.

Gul’Vhar licked his lips, salubriously; it was nearly feeding time. His stomach rumbled in anticipation as he could already hear the tell-tale signs: a number of high pitched squeals and pleas began emanating from the corridor outside the gate to his cell, faintly at first, but becoming distinctly clearer; he could picture in his mind’s eye the twisting, writhing sack of Gnoblar that the gaoler carried, slung across his back (and occasionally thumped onto the stone wall of the tunnel when they made too much noise). Gul’Vhar could also make out the heavy tread of the gaolers booted feet amongst the rising clamour, the distinctive movement noticeable chiefly by its erratic rhythm - a heavy creature hobbling on an unsteady leg; Gul’Vhar grinned wickedly in the darkness of the cell, the what little light there was played across his face, lending him a sinister and unnatural countenance as he recalled inflicting the wound that caused that limp.

The gaolers had suffered terribly at his hands the last time he had entered the Giant’s chamber; whilst the giant lay chained, feigning sleep, his captors had thought to torment him, in order to lessen the boredom of being charged to look after him. Fuelled by a rage born of desperation and a berserk sense of self-preservation, Gul’Vhar had exploded outward, catching the Ogres around him by surprise; with a practiced motion he grabbed the leading Ogre on both sides of its head, lifting him into the air despite the surprised Bull lashing out at his arms in primal fear. He brought his head forward with sickening speed. With a sound not unlike that of an egg being broken, though louder and

infinitely more savage, the Bull’s skull fractured on impact, its face crushed to a bloody pulp; the poor creature mewled and turned, staggering, before collapsing before the entrance to the chamber. Within a few more moments Gul’Vhar had circled the thick, rusting chains across the meaty neck of the next Ogre in line. Veins had stood out on the Giant’s arms as he fought the Bull and tightened the make-shift noose. Seconds passed, though they seemed in that moment to last a small eternity, and the Giant drew the circle of chain together with one final, mighty, heave; a sickening crack broke through the air as bone surrendered to momentum and force. The ragged chain had gouged huge rents in the flesh of the unfortunate Ogre, and an arc of blood had flashed in the flickering light when the Bull fell to the earth, dead.

Gul’Vhar had struggled, and fallen, as he failed to extricate himself from the mass of dead muscle and fat weighing on the length of chain between his wrists; as he fell, he landed heavily across the body by the door, and across the legs of another creature who had stood silently in the doorway. Whilst attempting to right himself he heard, only vaguely through the haze of adrenaline, bellowed shouts of pain and frustration, and the eager clamouring of more Ogres coming from the hall; the thumping of boots surrounded the chained Giant and he covered his face with his arms as Ogres loomed from the shadows around him in the half light, beating him with iron bound cudgels of rock and petrified wood. He had fought to keep the worst of the blows from his head, though he could not defend himself well from the dank floor and eventually he succumbed to the ministrations of the angry and gleeful Bulls.

His mood had not brightened since that day and he now wore a second pair of shackles for his trouble. With no accurate way to measure time Gul’Vhar could only estimate how long it had been. That day seemed as hazy and vague as the days of his youth; those were days of blood and fire, days when he stalked the land from one end of the Old World to another. In his day he had clashed with Elves and of Men, Dwarves and the creatures of Chaos; he had ground the skulls of mighty horned beasts beneath his boots on the beaches of Lustria and had stared down alpha-male bears of the Kislevite snow-steppes with nothing but a guttural bellow and fire in his eye. Now he lay bound in chain, hidden from the sun of his land in the recesses of the earth. His was the life of a slave- at his master’s whim he lived or died.

Gul’Vhar had moved beyond a state of shock; he had moved beyond the feeling of despair that had settled upon his brow during the early days of his incarceration. He wanted to stamp on all manner of lesser creatures; he always felt better after a good stamping. He thought of nothing but battle, the sense of elation he felt whenever he could crush the smaller races beneath his feet, or choke the life from any creature that counted itself a match for an Ogre. Now he felt only a dull sense of himself, a sense of the vengeance he would wreak upon all living things whenever he might lay his mighty hand upon them, and claim their life with his whim.

Ghronnd, Tyrant of the Ironfist Tribe, watched as his Slavegiant ran headlong into the unit of Skeletons. Bones flew through the air as the Giant swung his powerful legs through shields and skulls, knocking weapons aside with the strength of the blows; as he began to tire, the Giant took to whirling the vast lengths of chain, attached to his manacles, about himself, lashing out at the enemy - sweeping the make-shift bludgeons across the enemy ranks, causing great shards of bone splinters to shine in the twilight sky above the combat. Their insignificant shapes falling unnoticed amongst the cold ranks of the undead, though to an observer it appeared as though the unit was bathed in a very mild storm of hail.

Ghronnd was pleased that the Giant had lost none of its savagery during confinement, though he had been unsurprised to notice that it had gravitated towards the enemy units which were the smallest in the battle line. From the moment his handlers had released him from his bindings, Gul'Vhar had steered clear of any creature resembling the size of an Ogre. Ghronnd smiled menacingly; it seemed his slave had learnt a few valuable lessons in his time with the tribe. It meant of course that the rest of the Tyrant's fighters would have to deal with the enemies living God-Statues and the enormous Sphinx, which lay dormant, though threatening, at the centre of the enemy line. But that wasn't really a problem for his mighty horde; already the tribes Butchers were infusing their warriors with the might of their ever hungry god, and once the invocations were complete Ghronnd knew that his warriors would be more than a match for any obstacle. He himself was already the superior of any warrior, monster or construction the Old World had ever seen - as he felt the surge of power flowing through him from the Great Maw he hefted his favourite hammer, shaped to resemble an enormous over-sized tenderising mallet, to his shoulder and he signalled the charge.

From the corner of his eye he watched as the enemy horsemen counter-charged the Slavegiant that was anchoring the flank of his battle line; their lances bit deep into the calves and thighs of the Giant, who roared with pain. Lashing out with a powerful kick once again, the Giant lost his footing and fell heavily, the impact of his enormous frame utterly crushing the skeletal horsemen, and causing a tremor which Ghronnd felt above even the pounding of the Bulls ironshod feet. The Tyrant would have laughed at the sight had his hammer not been describing a great arc toward the head of the Sphinx he faced. As it was he allowed himself time for an evil grin, and waited for the hammer to land...

GOT GUTS??

***We're looking for a few
great Ogres to join the
Beller team!***

***Think you
have what
it takes!?***

***How
about...***

***Artists
Writers
Editors
Gnoblers***

***Tactics
Battle
Reports
Interviews
Reviews***

JOIN NOW!!

beller@ogrestronghold.com

THE FEEDING GROUNDS

THOUGHTS ON THE OGRE KINGDOMS FROM THE THINLING REALMS:

*The grand Ogre migration of 8th edition continues! With rumors flying fast and furious, more and more Ogre generals are entering the mountains of Mourn in search of glory for their tribes. Stronghold members continue to place highly in tournaments around the world as Ogres are fielded competitively by a number of players. Here we continue our look at the impact these brutes have had upon the frail and tasty Thinling races, by asking competitive players from the full spectrum of Warhammer armies what they think about our lardy lads. In this issue we'll hear from players of the **Daemons of Chaos**, **Vampire Counts**, **Wood Elves**, **Beastmen**, **High Elves**, **Bretonnians**, and **Dark Elves** armies:*

WHAT ARE YOUR GENERAL THOUGHTS ON THE OGRE KINGDOMS, AS OPPONENTS, UNDER THE 8TH EDITION RULES?

Daemons of Chaos (Lassi): Ogres were one of the bottom tier armies in 7th edition and even though rules in 8th edition gave them some buffs they didn't rise much higher. Against Daemons, one of the top tier armies, Ogres have a hard time and it is easy to see why. An Ogre Bull costs 35pts, while three Bloodletters cost only 36pts; for only a point more the three Bloodletters also have better WS, S, I, a ward save, *Immune to Psychology*, *Magic Resistance*... the list goes on and on. Ogre units are overpriced, their magic lacks power and their main strength, the Bull Charge, is easily countered with fast units that are common in Daemon Legion armies. For Daemons, Ogres are perhaps the least threatening army to face.

Vampire Counts (Disciple of Nagash): That they are quite a competitive army. Very different to play compared to the other armies, I would say perhaps a tad more difficult to pick up for new players as they need to pick their combats well. Their characters, especially the Tyrant, are amongst the nastiest around.

Wood Elves (Beithir Seun): Ogres have become a very strong army under 8th edition rules, with very powerful melee units thanks to the *Monstrous Infantry* rules. Low Initiative is a weakness though, especially against elves.

Beastmen (Gameofthrones & elusiveintrovert): I think Ogre Kingdoms got the same boost their opponents did with 3 wide monstrous ranks and supporting attacks, so they remain the same strength as they did in 7th edition in my eyes. I've only played against Ogres a few times in 8th, but each time I had more units, with more ranks than my opponent, and more characters. I've found that unless there is a particularly large unit of ogre's on the table, it's rather easy to weather the initial charge, remain steadfast, and then overwhelm said unit(s) on the next turn.

High Elves (krisyth): They are just...OK. An army that requires significant skill to win with. One of the best generals I know is an Ogre player, and he wins most of his games, so they can win. Nevertheless, they are an army that is missing certain tools. Kind of like how Dark Elves would be if you took away cavalry, scouts, and repeating crossbows. Playing Ogres is like fighting with one arm behind your back, but you've been working out with the other arm. Good magic item selection.

Bretonnians (Jean-Marcel & Artinam): Under 8th edition, Ogre Kingdoms armies have not become that much more powerful versus Bretonnians. Yes, they can now hit back more with ranked Ogre units, Gnoblar hordes are cheap tarpits, and Ogre Tyrants with the *Crown of Command* simply do not break. However, Ogres suffer from their low initiative, low armor save, and most importantly, the ability for enemy units to step up; the new *Stomp* ability is also negated by the widespread use of cavalry, which can't be affected by it.

Dark Elves (Lexy): A bit better, but still not a good match up. Some of the options are giving Dark Elves some thought up front, but they are too few to be a real threat. I do think some scenarios may help Ogres somehow.



DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

Daemons of Chaos: Even though *Monstrous Infantry* got some love in 8th edition Ogres hardly pose a real threat. New rules for striking from the second rank and monstrous ranks really help Ogres, but on the other hand Horde units striking from three ranks at 40mm Ogre bases, the *Steadfast* rule, and random charge distances tone those benefits down. Apart from Gnoblar, most things just cost way too much and lack killing power. Thanks to the Horde rule and their low Initiative and Weapon Skill, many elite units can easily slay most of a charging Ogre unit before they have a chance to strike.. So overall, the buffs that *Monstrous Infantry* got are not enough when compared to the boons that many other armies got; ultimately Ogres are now less of a threat than before.

WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

Daemons of Chaos: Aside from flying a Lord of Change, or Herald of Tzeentch, into a flank and killing over half of the Ogre army with Purple Sun, or Pendulum, on the first turn? Generally just rushing head on with Bloodletter hordes will work, as they will vastly outnumber and overpower any units that Ogres might have. Daemons have a lot of fast, powerful units and monsters that have either flying, a base movement of 7-10", +D6 charge banners, or the ability to force opponent to commit to bad charges. This makes outmaneuvering and flank charging Ogres pretty easy. With good movement or other nasty tricks, Daemons can disarm Ogres from their powerful charge. A Daemon player could also pick gifts like the Plague Sword to cause D6 wounds on each hit, or attempt to Ld bomb them off the field with several leadership penalties, or kill them with flamers and magic. How in the world are Ogres supposed to counter all that?.

WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

Daemons of Chaos: All three non-buff spells can be basically ignored when playing Daemons, as they either do very little damage or absolutely nothing to them. Of the buff spells, Trollguts is useless for most of the time, as Daemons have tons of flaming attacks that would just ignore the spells effect. Bullgorger brings Ogres' strength to the same level with Bloodletters, so one buff of it is not very dangerous. Toughness and Stubborn can be a pain, but as the rest of the list is something that can be ignored or countered with minimum effort Gut Magic isn't really anything to be afraid of.



LEWIS CLARKE

IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY...

Daemons of Chaos: Am I limited with only one change? The whole army is truly overpriced in points; every unit apart from Gnoblar would deserve having a points reduction of roughly 10pts per model in order to be competitive against even basic units like Empire Halberdiers - Now 30 halberdiers in Horde formation have the same killing power as 10 Ogres (without Bull Charge of course) but cost 200 points less!

DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

Vampire Counts: Much more threatening. In previous editions I considered them a weaker army, and found that the majority of the time VC (my main army) overpowered them. In this edition the change to certain rules, notably *Monstrous Infantry*, means they generally have so many attacks that they are hard to beat head on.

WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

Vampire Counts: From a VC point of view, magical superiority for the start, keeping my troops in the game as Ogres can take out a lot in one round of combat. One switch I make is that while I would normally allow the enemy to charge (thus having the next magic phase to heal), I don't normally do this with OK due to their impact hits. Refused flank can work well against OK, especially if they bring Gnoblar. It provides a weak spot to punch though, and while OK are tough in the 8th edition head on, if you can break through and hit pretty much any flank they can really suffer. Of course ethereal units are a godsend.

WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

Vampire Counts: An interesting question. The actual spells effects are ok. Some of them are potent, but they are balanced by their downside. However I disagree with the basic casting level combined with the casting bonuses in the 8th edition. It now means the all the spells can be very easily cast and still have a hard dispel value. Even more annoying is any RiP spells have a higher dispel value in later editions. I feel either the casting values should have been raised, or the casting bonus not applied.

IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

Vampire Counts: In the official book – Rhinox riders. I've seen the models and unofficial rules for them and they look like lots of fun.

Minions and Thralls
whose eyes fear the light
scuttling, groan
under cover of night.

The dead shall arise -
a horde without sight,
who on the whim of a Lord,
for Eternity fight.



LEWIS CLARKE

DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

Wood Elves: On the whole, more threatening. They take full advantage of a host of the new rules, particularly in movement and combat.

WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

Wood Elves: With typical Wood Elf tactics! Baiting, avoidance of large "deathstar" units, shooting down heavy hitters and support units, and combined charges. Even though Ogres have improved, they still have many of the same weaknesses, including very low armor saves, which makes Wood Elf shooting very effective.

WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

Wood Elves: Gut Magic has become better in some ways, and worse in others. Naturally, the increase in the number of Power Dice available means Butchers are capable of casting far more spells every turn and "spamming" to draw out Dispel Dice. On the other hand, Dispel Dice have increased as well and Wood Elf magic defense is already strong. Gut Magic is generally 'weaker' than the Lores in the rulebook, which makes it generally less damaging than the more common Lores.

IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

Wood Elves: By adding something on a Rhinox; either Rhinox riders, or a character.

Tree spirit and Asrai -
both fickle and fey,
isolated in nature -
ambushing, slay.

Hooves beat through the forest
thickets and trees are alive;
try to enter their homeland
you won't live to see the sunrise.



MASTER YOGA

DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

Beastmen: Slightly more threatening I suppose but only in the same escalation as all combat troops being allowed more attacks in 8th edition.

WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

Beastmen: Out rank and out hit, combo charges with a unit and chariot support to unload the wounds.

WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

Beastmen: Gut magic is potentially game winning against a Beastmen army with the degree of buff's available (I don't think that anyone will argue that regenerating monstrous infantry, with boosted strength and toughness, can be a brutal combination) you've got to let the mediocre spells go and save dice for the important spells. But even so, it seems to me like there usually aren't enough Ogres to get the job done without multiple buffs on a single unit.

IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

Beastmen: I think they need more variety in troop types, maybe a second magic lore available as in another exclusive to Ogres option. Perhaps some more "captured" war machine options (I'd love to see an Ogre riding in a Steam Tank with the top ripped open for him to sit in!). I also think one of the most prominent things that should be changed about the ogres is the way they cause impact hits. I think they shouldn't have a minimum movement required to cause them. That would at least bring them in line with the more current examples of monstrous infantry who also cause impact hits.

With great claws and fangs,
all gnarled horn and hide,
With Beastlord and Banebeast
and red fury inside.

The anger of Beastmen
and the baying of hounds
erupt wildly from forests
in a fierce wave of sound.



LEWIS CLARKE

DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

High Elves: Slightly more threatening. Monstrous support, random charge distances, and the trend for larger units are all beneficial to OK. I don't think the new rules for magic hurt Ogres, although I think the initiative test spells in the basic lores do.

WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

High Elves: Outmaneuver and shoot. MSU Ogres die quickly to shooting, large units die slower but can always be outmaneuvered. OK support units are too easily neutralized by elven support units.

WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

High Elves: I don't underestimate Gut Magic. It has almost cost me games before. The toughness increase one is particularly troublesome. I like how different it is, and two dice rolling in 8th is not that much different from one dice rolling in 7th. It is really more about how many dice and spells you have than the casting value in 8th.

IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

High Elves: Just give Bulls the options for heavy armor and great weapons, and you could use the Ironguts models for them and remove Ironguts from the book. If you have a separate core choice, why make it so similar? I'd move Leadbelchers to core (to replace Ironguts), Maneaters to special, and I'd make a rare that is an Ogre Ninja (inspired by the model) - essentially scouting Maneaters with no armor, unit size of 1-3 models. I'd also add an item like the Stormbanner or the Beastmen item that neutralizes shooting for one turn. For such a combat based army, their lack of defense against shooting is atrocious.

High Mages in towers
citizens without fear,
Seaguard on the border
Swordmasters without peer.

Children of Ulthuan -
Wise guardians and seers,
they hold back the tide
of the Old Worlds tears.



MASTER YOGA

DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

Bretonnians: Ogre Kingdoms armies have not become a larger threat than before. Nevertheless, bigger units of Ogres will hit like a brick and when supported can take out Bretonnian Knights easily. A good player can wipe the floor with you using Ogres but beginners might struggle against the Bretonnian shock-attack tactics.

WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

Bretonnians: There are two methods of playing which are effective against Ogre Kingdoms. Sit back and shoot with Trebuchets, archers and magic, then mop up the survivors with your knight units. The second option is to use multiple units of Knights to carefully pick your charges- trying to smash every major unit in one blow. Pegasus Knights are still great flank disrupters and their mobility can be an issue for Ogres. Note that Bretonnian characters are now more often equipped for extra protection with an Enchanted Shield or the Gromril Great Helm. Also, the Bretonnian Lord with the Virtue of Heroism (granting the Heroic Killing Blow rule) is becoming more popular. This is often combined with a sword that grants extra attacks. Heroic Killing Blow hurts Ogres a lot..

WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

Bretonnians: Gut Magic has the potential to be very powerful. When a spell gets through they can make quite a difference, but in many cases they get quickly dispelled, so I have yet to encounter many stacked buffs. Nevertheless (against Bretonnians) Gut Magic has weakened because Bretonnians often use a second Lord (a level 4 Enchantress) more commonly than before, to help them in the magic phase.

IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

Bretonnians: If I were to change anything in the Ogre Kingdoms I would probably remove the maximum size of Ironguts and a look for a general reduction in price for all Ogre Kingdom models. It would be interesting to see them as an army themed around larger *Monstrous Infantry* units.



OGREBANE

DO YOU CONSIDER OGRES TO BE MORE OR LESS THREATENING UNDER THE 8TH EDITION RULES?

Dark Elves: More threatening, but still not really a problem. See the answer to the first question.

WHEN YOU FACE AN OGRE KINGDOMS ARMY WHAT DO YOU FIND TO BE THE MOST EFFECTIVE TACTIC?

Dark Elves: Still the same: shoot, panic, outmaneuver, harass and when the units are too small, attack them.

WHAT ARE YOUR IMPRESSIONS OF GUT MAGIC AND HOW DOES IT EFFECT YOUR GAMES AGAINST THE OGRE KINGDOMS?

Dark Elves: It helps a bit, but the new magic rules on remain in play spells makes it a bit easier for me. Also, the *Banner of the Eternal Flame* is ignoring one of the better buffs and there are enough spells in the new lores to make it easier on Ogre's opponents, like reducing strength and toughness.

IF YOU COULD CHANGE ONE THING ABOUT THE OGRE KINGDOMS ARMY WHAT WOULD IT BE?

Dark Elves: To make it better? Rhinox riders or maybe not a new unit, but Maneaters a bit cheaper as special would be great, too. Ogres need quite a boost, but there is not just one thing to change. A simple change in some rules may give them the boost they need. So, maybe not a new unit, but lose some rules, as the fluff blocks the army too much.

Hatred and long lifetimes
are a powerful mix;
Assassins and Hags -
With foul poisons and tricks.

Repeater Crossbows are ready,
the Bolt Throwers amass.
No walls will protect you
when the Black Arks attack!



MASTER YODA

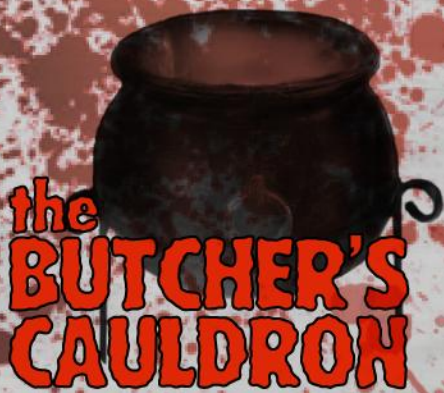
There you have it! More race specific opinions straight from the mouths, maws, snouts, and skulls of the Old World. We hope you enjoyed this look at Ogres across the thinling kingdoms, and hopefully we all learned a bit about being Ogres!

Thanks to [Lassi](#), [Disciple of Nagash](#), [Beithir Seun](#), [Gameofthrones & elusiveintrovert](#), [krisyth](#), [Jean-Marcel & Artinam](#), and [Lexy](#) for contributing to this article! Be sure to check out the next edition of the Feeding Grounds and until then... stay hungry!

CARPE NOCTEM

www.vampirecounts.net





BUILD A STONE HUT

BY REG06

Alright, so you've lovingly converted each ogre in your army to fit an exact theme, and you read up on all the painting articles on CMON- now you just need some terrain to go with your horde of fatties. What you'll find here is a fast, and cheap, guide to making a stone ogre hut, the sort that you'd find up near the top of a mountain, or housing a tyrant with a legion of dwarf prisoners.

THINGS YOU'LL NEED

- Knife with a brand new blade. Exacto knives are great for this purpose, but the brand doesn't really matter. Used blades form microscopic nicks and burrs that catch and tear foam rather than cut it cleanly.
- An old cd for the base.
- Fine grit sandpaper. I use 150 grit.
- ½" high density polystyrene insulation foam. I use pink because that's what my local hardware shop sells.
- PVA glue. Also known as woodglue, or white glue, or Elmer's glue.
- Acrylic paints for the hut. I used fancy paints from a nearby craft store, one black, one white, and one bone.
- Sand for flocking. I used 3 different sizes because I like the variance in texture.
- Static grass. I used the one with bits of brown and red in it.
- Paints for the flocking and door. I used GW paints for this, but you could use some cheap acrylics from a craft store.
- A permanent marker.
- A piece of printer paper.
- A sponge brush, a broad basecoat brush, and a detail brush.

STEP ONE

The first step is to get the layers for your hut. Cut out five circles from the foam. Each circle should be about 3.5 inches in diameter (8.9cm). When using the exacto blade to cut the circles out, remember to use many small cuts- this helps ensure a straight vertical side, and keeps the foam from tearing.



STEP TWO

You'll probably end up with sides that look like this, so give it a quick sanding to smooth things out. Set aside two of the circles to form the roof, and the other three will be used to make the hut proper.



STEP THREE

Now you'll mark out the stone work on the first three circles. Take your marker and draw a line circumnavigating each circle of foam. Don't worry about being exact- this is an ogre structure. Once that is done, draw the vertical lines. This should be about an inch apart, and the upper and lower lines should alternate to form a brick-like pattern.



STEP FIVE

Now glue the three layers together (with the PVA glue) and glue them down to the old cd.



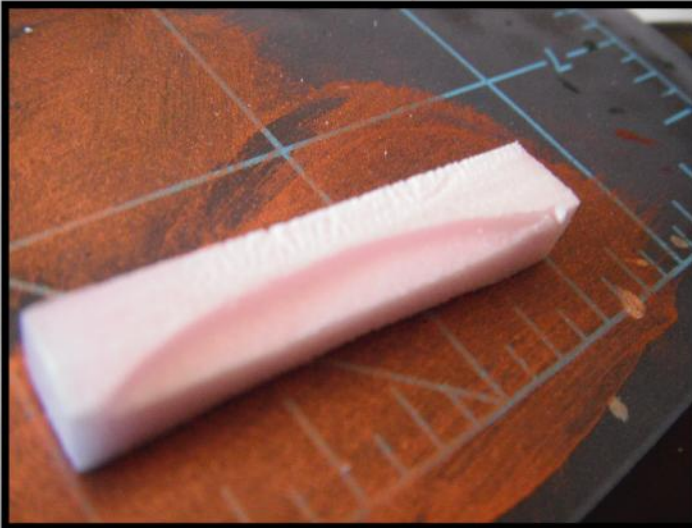
With some scrap foam, cut two pillars for the door frame. These should be just under 1.5 inches (3.8cm) tall, and about 1/8 of an inch wide. While you're at it give them a bit of wear and tear with your knife.

STEP SIX



Before gluing them to the hut, cut away one side of the pillars at a slight angle. This is to let the pillars sit up against the hut and keep their outward facing edges flat. Glue them to the hut about 1 inch apart.

STEP SEVEN



You'll now cut out the top of the frame. Cut out a bit of foam that is about $\frac{1}{4}$ inch by $\frac{1}{4}$ inch wide and tall. It should be just long enough to overhang the sides of the door. Lastly, cut out a curved section inside of this top so that it conforms to the curve of the hut.

STEP EIGHT

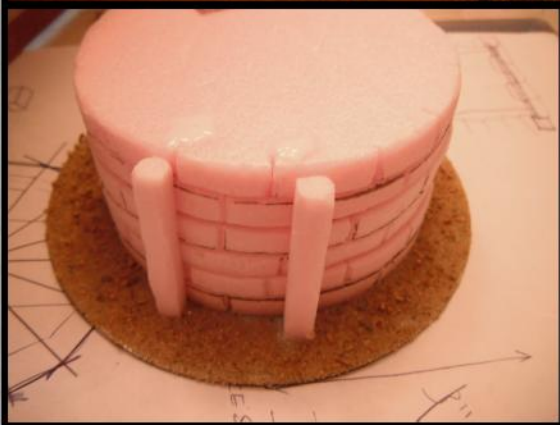
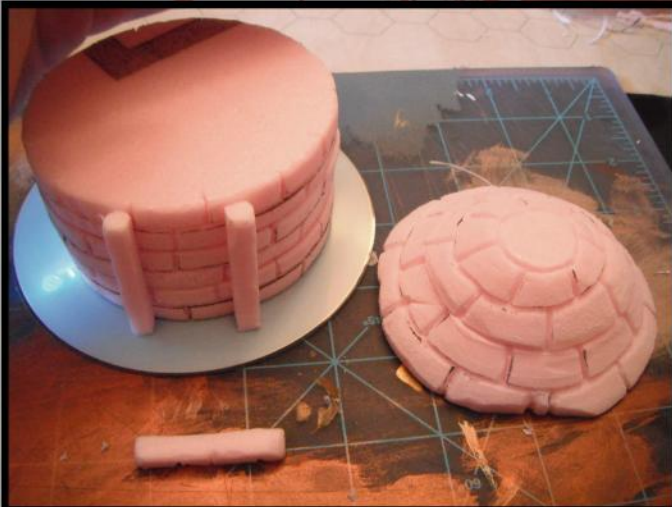
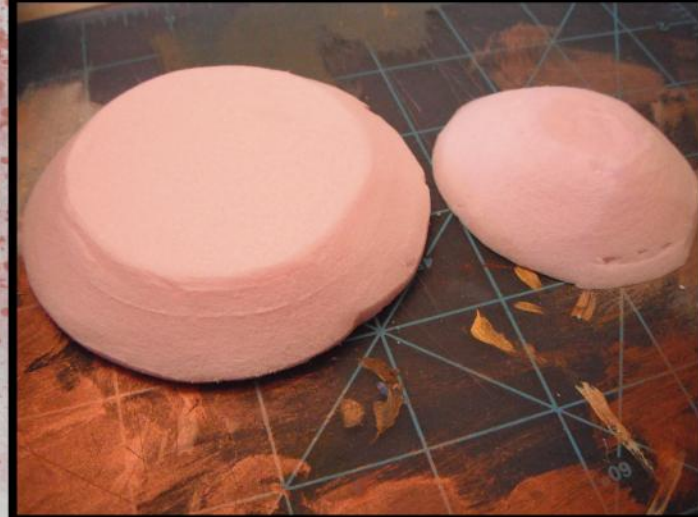
Go back to the two circles you set aside for the roof. For the top piece mark out a circle just under one inch across in the middle of this circle. Then, from the edges of the circle, cut into the foam at an angle of about 30-35 degrees. Now take this small cone hold it over the center of your last foam circle and trace the circumference of the circle. Then cut away the edge of this final layer at a similar angle to the first roof section.

STEP TEN

Glue the roof together. You'll be left with 3 pieces - hut, roof, door top. After this, flock the base using whatever material you prefer.

STEP NINE

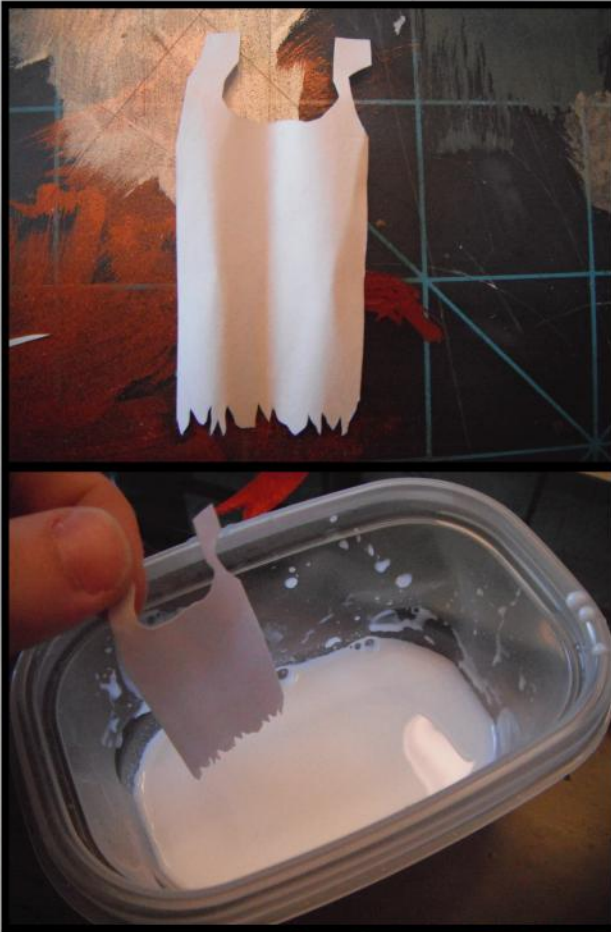
Cut the stone pattern into the roof sections, using the same method you used for the hut walls. For the apex of the roof leave the keystone as a single circle across in the middle of this circle. Then, from the edges of the circle, cut into the foam at an angle of about 30-35 degrees. Now take this small cone hold it over the center of your last foam circle and trace the circumference of the circle. Then cut away the edge of this final layer at a similar angle to the first roof section.



STEP ELEVEN

Now you'll make the door. Cut out a rectangle of paper a bit larger than the door frame, rough up the bottom, and cut a sort of 'U' shape into the top. Now test the size by bending and shaping it to look like a hanging hide door, and make sure it fits inside the door frame.

Dip your door in watered down PVA. Run the paper through your fingers to get out any excess glue. It will straighten out and ruin whatever curves you put it in, so take a moment to refold the door before gluing it in place.



STEP THIRTEEN

For the base coat I use a 50/50 mix of black and white. You can't use spray primer, or else you'll destroy the foam. Note that from here on out, these steps are going to be completely up to personal preference - if you prefer a different painting method, use it!

STEP TWELVE

Watered down PVA glue isn't very strong, so put the top of the door frame and the roof piece in place to seal it down.



Once all of the glue is dried you'll begin painting. For terrain pieces I use a milk jug with the top cut off. It gives a large area to mix with, and the remains of the handle makes painting much easier.



STEP FOURTEEN

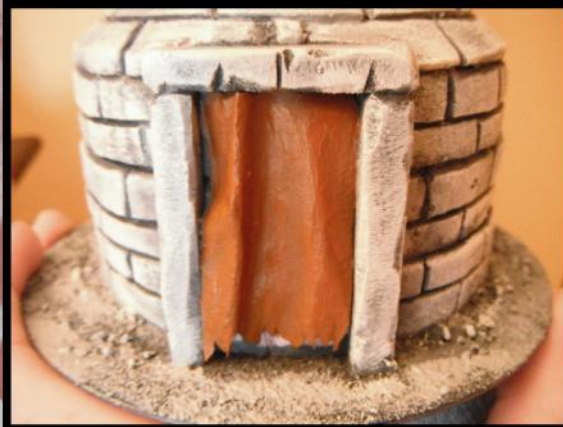
Add some more white to the mixture so the total batch is about 40/60 black and white, and drybrush this on with the sponge brush. Use multiple very light coats instead of one heavy coat.

Add a bone color to the mixture so it is about 25/75 black and bone/white. Drybrush this on as well.

Lastly, drybrush the bone color onto the whole thing. Use extremely light coats. Now to start the hide door.

STEP FIFTEEN

Basecoat it with Calthan Brown, follow that up with a watered down Bestial Brown. Highlight with Vermin Brown.



STEP SIXTEEN



Give the door another highlight with a 50/50 mixture of Vermin Brown and Snakebite Leather



Finish the door by going over your highlights with a final touch of Snakebite Leather.



Paint the flocking with watered down Snakebite Leather, drybrush that with Vermin Brown, and finally wash it all with watered down Devlan Mud. Add some patches of grass, then finish it with dull coat.

There you have it, a quick little ogre stone hut. The first one should only take you about 4-6 hours (discounting dry time for the paint and glue), and after that you could reasonably get half a dozen cranked out in an evening or two.

You'll notice there aren't little trinkets or trophies, or any sort of ogre markings on the hut. Feel free to add things which match the look and theme of your army! Hope this guide was helpful and has inspired you to take a crack at a new hut of your own!

TACTICS FOR TYRANTS

BY ULTRA-MEGA BOB

Fancy a big lad with big pants full of tiny men? Do you enjoy the occasional bit of jumping up and down on those around you? If you answered yes... then we have just the unit for you! Stronghold member Ultra-Mega Bob has a few tips on to use everyone's favorite big guy the Slavegiant.

BEHOLD... THE HUMBLE SLAVEGIANT

Slavegiants are often frowned upon by Ogre Kingdoms players for a number of reasons; in this article I aim to address the most commonly raised arguments against this enormously entertaining unit. With any luck you'll get more mileage from your big guy, or if you don't use one yet, maybe you'll be persuaded to look at them in a whole new light, or bring yours down from that dusty shelf. Used intelligently, Slavegiants can be a formidable force indeed.

RISK VS. REWARD

Using Slavegiants successfully is a risky business – literally! A Slavegiant's performance is directly linked to risk due to the highly unpredictable nature of its attacks. While this is enough to put off many seasoned players who prefer more prudent and reliable options, like blocks of infantry with static combat resolution, I find that unpredictability is actually one of the Slavegiant's best features – it means he is frequently underestimated (unfortunately by Ogre players almost as much as their enemies).

While Slavegiants do have the potential to do all kinds of nasty damage, they also represent a sizeable risk; with the large variety of random attacks he has, as well as rolling for falling over at the worst moments, undoubtedly the Dice Gods will go against you eventually; however, as long as you stack the odds in your favor, and use a little forethought, you will more often than not come out on top (this brings us back to the: 'If you use him intelligently he'll do well' part).

Slavegiant VS. Monstrous Infantry: Against Monstrous Infantry a Slavegiant suffers from his sub-par set of attacks. *Headbutt* is practically useless, as there will be too many return attacks coming for the lack of one set to be of any use, plus the fact that you get very little combat resolution will often mean you lose combat when you roll this.

Throttle with Chain can inflict some damage, but will only generate mediocre combat resolution scores as most Monstrous Infantry won't have more than 3 wounds; added to the fact that it only has a 33% of doing damage in the best of scenarios (against S4 opponents), and only a 16.666% chance against everything else, you really have to get lucky to win combat when you roll this.

Yell and Bawl remains the best result you can hope for in this matchup though as it has a lower chance of being rolled you can't rely on this attack seeing you through.

Generally it's inadvisable to go after Monstrous Infantry with Slavegiants as they're his toughest opponents.

Slavegiant VS Monsters (big and small): Against large Monsters *Throttle with Chain* suffers from all of the same problems as when it's used against Monstrous Infantry – it's reduced to a 16.6666% chance of doing anything at all against nearly all of the targets you want to hurt. There are very few Monsters, or equivalents, that have Strength less than 5 (the Corpse Cart is one exception as it has S4). On the other hand *Headbutt* becomes much more effective as there won't be any attacks coming back at all (unless your opponent is a monstrous mount, or you're involved in a multi-unit combat). This can keep a large (read: more expensive/ dangerous) creature occupied for turns whilst whittling it down, or leave it vulnerable to combo charges from the rest of your units.

Some of the larger monsters also have lower leadership values and lower initiatives than your Slavegiant (Stegadons for example) so it's not inconceivable that you'd be able to *Headbutt* them and break them on that 1 point of combat resolution. This works best if the Slavegiant is working on a flank, as their monster will typically be out of their General's Leadership range.

Yell and Bawl is still a solid attack for these matchups, though there aren't many monsters with an Initiative lower than 3, so expect to take a few wounds if you roll this (but it will make your opponent feel slightly better after you run down their large creature).

All of this also works when facing smaller individual monsters (Vhargulfs/ Gorgers etc) though there will be little net gain from beating them with a unit that costs more points than they do – they'll just be looking to tie up your Slavegiant while something else happens, though you may relish the chance to take some easy VPs, especially if you can ensure your big guy gets to fight again later on. Avoid all *Unbreakable* monsters as they strip *Yell and Bawl* of its usefulness and restrict your chances of winning by lowering the number of effective attacks you can roll.

On an important note, Chariots are also included in this category for the Slavegiant's attacks. When engaging chariots, you stand a great chance of destroying them outright and if you can ensure you get the charge you also stand very little chance of suffering any damage. As most chariots are only S4, giving *Throttle with Chain* a 33.333% chance of working. Even if you fail to hurt the chariot, the lack of impact hits and charging strength bonus for the crew/mounts will often mean that they fail to wound you at all, leaving you ahead by the single point for charging.

As charging chariots is of the utmost importance it's often a good idea to use Gnoblar Trappers in conjunction with your Slavegiant, to allow you to bait the chariot before counter charging with the Slavegiant in your next turn. In case it wasn't clear, allowing your Slavegiant to be charged by a chariot (especially a S5 chariot) will almost always result in a dead/ near-dead hunk of big meat – *Yell and Bawl* is your only out here, but even so your Slavegiant will often be dead before he gets to attack with this, or at best left with just a few wounds left. The impact hits are the biggest threat here, though a chariot crew/ mounts with S4 or S5 will often finish your big guy off.

Slavegiant VS Fast Cavalry and Skirmishers: Against units of Fast Cavalry there will usually be very little combat, as both units will dance around each other, one trying to flee and the other trying to charge. Despite the Slavegiant usually costing more points than the enemy here (depending on the size of said cavalry unit) this is still usually going to be a net win for the Ogres; most Ogre units are fully capable of beating Thinling units one on one, so if the Slavegiant is keeping

their support busy he's helping you win the combats he's not even in. While the Fast Cavalry dance around, (leaving the juicy flank of your army unmolested as they do so), the amount of shots they aim at the Slavegiant will very rarely do much; it takes whole units a turn or two to kill a Slavegiant with shooting, if they're lucky, so the very few shots from Fast Cavalry units (assuming they have them) will rarely do more than knock off a couple of wounds (needing 5's and more likely 6's to wound with average ranged weapons). Once your big fella corners the unit (eventually) he should have no problem demolishing them and sending them packing; very few fast cavalry units have the necessary number of attacks, or high enough strength, to do significant damage to a Slavegiant.

The same goes for Skirmishers, who are usually less manoeuvrable than their mounted kin. Obviously there are a few skirmishing units who pose real problems for Slavegiants; these are usually the poison wielders, Skinks or Gutter Runners for example. These are usually best left well alone, and to be dealt with by other elements of your army except in the direst of circumstances – there's that playing intelligently again...

Slavegiant VS Heavy Cavalry: Heavy Cavalry are one of the few unit types in 8th edition that rely on the charge so much to deal damage that it can make a massive difference if you can get the drop on them and charge first. If you are on the receiving end of a Heavy Cavalry charge you will be looking at taking anywhere between 2 and 4 wounds (against S5 lances) as these elite units will hit you easily and the lance bonus will usually swing the damage in their favor. On the other hand, if you can negate their charging bonus they will be lucky to deal more than a single wound, often needing 5's and/or 6's to wound, with the 8 models in contact with you (assuming the enemy has a second rank). This is a marked difference and it is well worth charging these units wherever possible – setting up your Slavegiant on a flank, or using bait units to flee from the cavalry charges, you should be able to set this up more often than not.

While Slavegiants do have the potential to do all kinds of nasty damage, they also represent a sizeable risk; with the large variety of random attacks he has, as well as rolling for falling over at the worst moments,

undoubtedly the Dice Gods will go against you eventually; however, as long as you stack the odds in your favor, and use a little forethought, you will more often than not come out on top (this brings us back to the: 'If you use him intelligently he'll do well' part).

Due to the high armor value of heavy cavalry units, somewhere between 50% and 33.333% of your attacks will not get through, assuming enemy armour saves are either a 1+ (Empire Knights) or 2+ save (Everything else). Since you lose your *Thunderstomp* attacks, you also get less mileage from *Flail with Chain* and *Jump Up and Down*; however, this is almost made up for entirely by the lack of static combat resolution your opponent has. Since most Heavy Cavalry units have only a single rank and unit standard before their attacks are counted, you only need to inflict an average of 1 wound (if you charged) to draw combat; this is increased to 6 wounds if you were charged, as it takes into account the enemy's added combat resolution and the amount of wounds they'll inflict on you (2 Static Combat Resolution, +3 wounds average, +1 Charging bonus). As you can see, charging Heavy Cavalry significantly improves your chances of winning, so it's desirable to make this happen wherever possible.

Examining your attack value, we see that on average rolls *Flail with Chain* will inflict roughly 2 unsaved wounds per round while *Jump Up and Down* will inflict around 4 wounds (unsaved). Pick Up And... is once again the weakest link in the attack set, eliminating only a single, or perhaps two unlucky foes, but gaining very little combat resolution for you. Yell and Bawl, as always, is a very solid attack, though expect to take a wound or so as most foes will at least be striking simultaneously with you.



DURHAM RED

IS THERE A BETTER SUPPORT UNIT FOR THE OGRE KINGDOMS?

If, like many people, your main objection about the Slavegiant is his high price tag (in terms of point cost) then we should look at the other similar options available to determine whether or not he is worth including in your list.

Gorgers seem to be a favourite with many budding Tyrants. For 75 points you have a very economical killing machine, fully capable of destroying war-machines and troublesome wizards hiding in the rear ranks of the enemy battle line. The trouble is that they lack the killing power to adequately handle any other kind of target; while a Slavegiant can adapt to the needs of many situations, attacking whichever target of opportunity presents itself. Gorgers are restricted to attacking small support units and lone characters.

Adding in the very temperamental aspect of their arrival, Gorgers can only be relied upon to enter the fray at the right time when you use more than one of them; this is when they become more comparable to Slavegiants (150pts vs. 175pts), though even here the comparison favors the big guy. The Slavegiant can attack a unit of infantry unaided and often will beat them turn after turn (even if only by a single point) if not destroy them outright; two Gorgers would have trouble handling any unit relying on static combat resolution, let alone a single Gorger if the second one did not show up on the same turn. Even in the best case scenario, with your Gorger arriving on turn 2, you won't be in combat until turn 3, usually after your other units have hit the enemy head-on. In the majority of match-ups a Slavegiant will often charge on the 2nd turn; suddenly the big slob looks fairly reliable!

Maneaters are the only other support unit competing for points in this league, though they would better be labelled as 'Pointeaters', as they are notorious as being one of the least cost effective units in our army book. For the price of a Slavegiant you can field a paltry two Maneaters with equipment. These Ogres have as many wounds as a Giant, and have Heavy Armor, but lack the manoeuvrability of one, lack the extra point of toughness (one of the Slavegiant's saving graces against infantry units) as well as having less hitting power and less versatility. There really is no motive to

favor these guys over a Slavegiant except purely aesthetic reasons, or if you take two of them individually- though the only thing this will guarantee is free victory points to your opponent as they are very easy to pick off with ranged attacks and magic.

Since there are only currently 3 Rare options in an Ogre Kingdoms army, there isn't an overwhelming amount of competition to the Slavegiant for the 25% rare allowance of your list. A lot of people seem to take 2 Gorgers, for example, which only equals 150pts. Even in a 2000pt game (average for 7th Ed. and smaller clubs) you would be able to get 2 Slavegiants as well as 2 Gorgers for 500 pts/ 25% of the total cost. Since the average 8th Ed game seems to be even larger than that (2250+) there really isn't any reason why you couldn't make room for one if you wanted to; if it's not the fact that he uses up a lot of rare points, but that he takes up a large amount of points which would be better spent on other units/monsters consider this - the Slavegiant is unique amongst our support units and has the hitting power to make him a very useful guy to have around! If you would rather be taking a number of Bulls, or other Ogres, instead of a Slavegiant you wouldn't be faulted, but will often fall into the trap of having to re-route an actual unit to deal with the many unexpected situations which arise. A Slavegiant can manoeuvre better than a unit of Bulls around a careening Night Goblin Fanatic for example; a Slavegiant can turn to face a unit of tunnelling Dwarven Miners without leaving an enormous gap in your battle line that another unit would create.

Overall, Slavegiants have many tools at their disposal to become a very useful asset to any Ogre Kingdoms army; just don't be put off by the odd bad showing (charging a unit and then rolling *Pick Up And...* two turns in a row without killing anything), as luck will come back around and give you instances where you'll be grateful you chose the big man (charging a Casket of Souls, rolling *Pick Up And...* throwing the Heirophant out of the unit, then destroying the Casket & Casket Guards before they can strike).

Give the big guy some love - go out and *Thunderstomp* some thinlings for the Maw!



POINTHAMMERED

Thanks to Ultra-Mega Bob for extolling the benefits of everyone's favorite massive fellow... you can't go wrong bringing a bit of fun to the tabletop by fielding a Slavegiant of your very own.

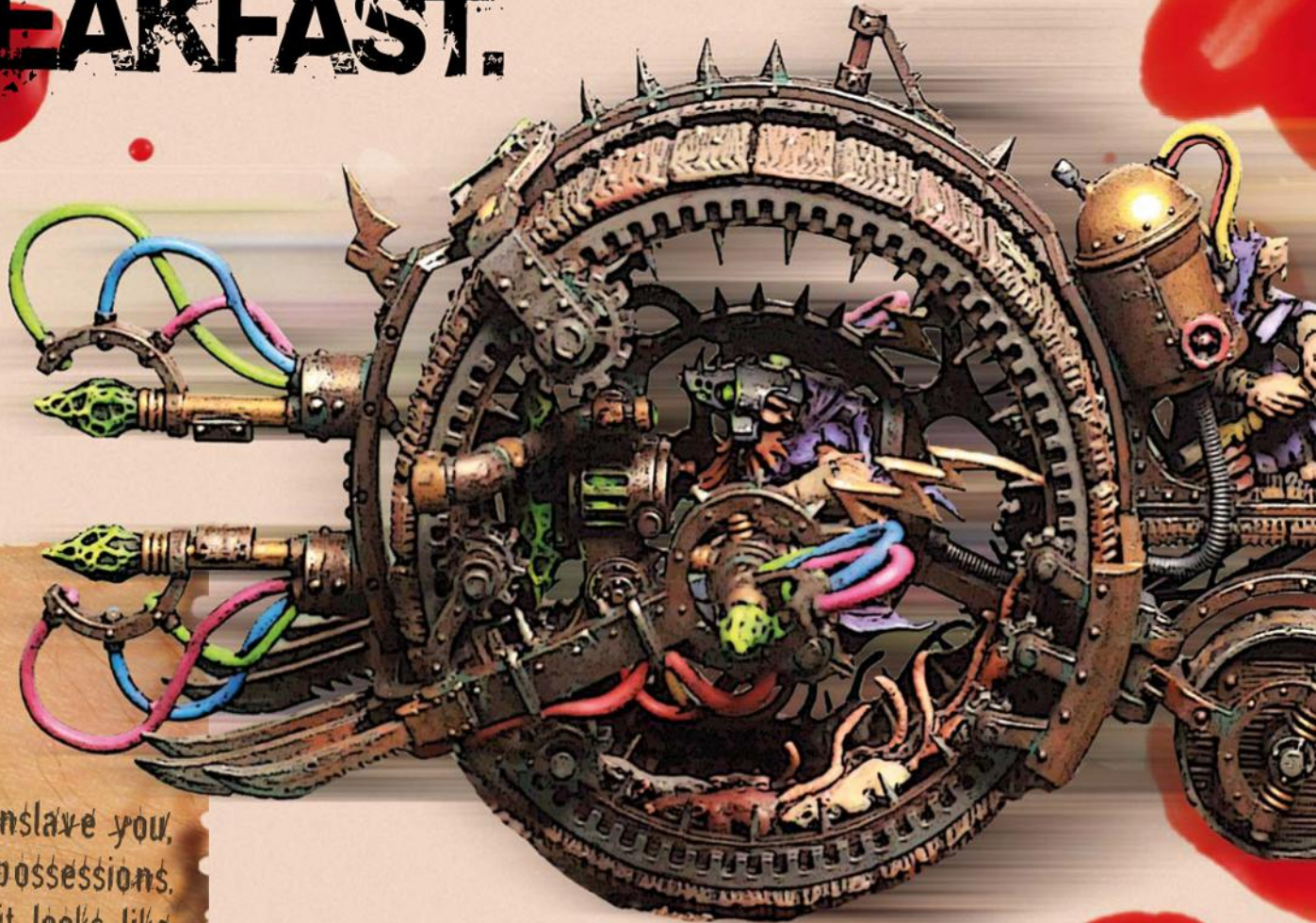
Do you have what it takes to be our next Ogre tactician? We're always looking for contributors! Email us at the bellow@ogrestronghold.com with your tips and tricks!
-Randroid

WE EAT MULTIPLE WOUNDS FOR BREAKFAST.

So grab your
Bulls and run
for the hills.

SKAVENBLIGHT
gazette

Discover the race that is going to enslave you,
order you about and trade you like possessions.
So business as usual for the Ogres, it looks like.



WWW.SKAVENBLIGHTGAZETTE.COM

Gastronomic Rumbblings from the Butchers Pot

by Eric J Goldstein (aka krimsonscythe)

"...and the very ground will shake with their passing..."

A great argument can be made that Ogre players are the most patient in the GW hobby kingdom.. if we discount Dark Angel players. I of course am both. A subtitle for those of us feasting at the Great Maw might be, "The Waiting Ones." But hearken, my brothers of the prodigious bellies there is a rumbling deep in the mountains that is not emanating from our guts and our long wait will soon be over...

The rules rumors are hitting the circuit on all the usual forums, blogs, tweets, etc. and being bandied across the table along with arguments over the current new GW ruling on the Power Scroll use for Storm of Magic. Lots of interesting new rules and rules changes look to be coming down the pike. But that's not what I want to talk about.

We're Ogre players. We take the carcass and strip the meat, gristle and sinew from the bone. We make tomato soup from the blood and bile. We find ways to use everything. When the new book hits we'll strip that tome down to pulp and take from it what we will. It's what Ogres do!

Cue the White Zombie soundtrack:

What's got me excited as a Leadbelcher with a Cuban cigar are the pics of the new monsters and the Ogres atop them. The Mammoth, so reminiscent of the *LoTR* Oliphaunts (except they seem to have found the tribe's stash of steroids) look fierce and menacing. A right proper pet for any self respecting Tyrant. And there are giant crossbows! Yeah, that's right I'm like a kid in a candy store..

If you're at all like me a big reason for building an Ogre force is to have an army of monsters. Big hulking brutes crushing their enemies and hearing the lamentation of the women... Except it always seemed to me that we were shorted on the monster menu. Yeah, we have an overgrown Ox with a cart but not much else.

Well that's about to change in a big way!

I can see my Rare and Special slots getting filled quickly. I want as many Stonehorns as I can fit into one list. I may not have a *Purple Sun* but I got a creature designed to romp through your hordes with a maw big enough to swallow your troops wholesale.

How about mobile artillery? The humble Leadbelcher has discovered a cannon so big that even the mightiest of Ogres can't lift it into battle. So let's put it on a Rhinox and bring down the thunder!

So gird up your Gut Plates you meat eating bunch of beat down bags. The shame of the Yhetee is soon to be trodden under the massive hooves of monsters worthy of an army of monsters... and the very ground will shake from their passing...

See you from the other side of the table,

Eric J



"HEY! Anybody else hear that?"

Handsome Kurg of the Howling Blade Tribe

Night is falling. He's coming for us. Can see the Sentinels in the distance, but won't make it. Bribed him with our own lives. Killed the others to save ourselves. Should have fought. Should have ran. Never tried. Now we have nothing left to offer. Sold each other like cattle. His cattle.

Night is falling.

- Last entry of Johan Ernstway's Trade Caravan Log

	M	WS	BS	S	T	W	I	A	Ld
"Handsome" Kurg	6	6	5	5	5	4	3	4	8

East of the Old World and the World's Edge Mountains sit the Howling Wastes, a bleak landscape of ashen plains and howling dust storms. Tribes of Orcs and Goblins clash with marauders from the North and avoid the trails of industrial smoke rising from the menacing holds of the Chaos Dwarfs.

Connecting the Old World to the Mountains of Mourn through the Wastes is the Silver Road, the first (and arguably safest) step to the lands of the distant east. In times of plenty, great trade caravans - some a mile long and comprised of hundreds of men, horses, and armoured wagons - risk disease, starvation and death in search of exotic trade from the empires of Ind and Grand Cathay. Such is the distance they travel that these wagons can spend weeks without sight of one another, with no one to rely on save their own maps and supplies. When a wagon or small convoy becomes separated from the main line, the predators of the Howling Wastes swoop in, hungry for plunder. Among these, none are as feared or reviled as the Ogre slavers known as the Howling Blade.

Clad in sand-scoured leather, the Howling Blade are master ambushers. Once they have picked a target they hound it mercilessly, using hit-and-run tactics to carry off as many victims as possible. Darting under their master's heels come swarms of Gnoblar who steal supplies and weapons, picking the camp clean.

The Howling Blade changes leaders often, but the true power behind them is a cunning, pug-faced, hideous-looking Bruiser who calls himself "Handsome" Kurg. He's survived in the Howling Blade longer than any, not by being the strongest, but by being sharp as a scorpion's stinger. Kurg keeps tabs on his men through a network of Gnoblar spies, and his inner-circle of loyal Ironguts know that as long as they help Kurg retain control of the Howling Blade, they'll always have first pick of the plunder.

Kurg considers himself a civilized sort, and parleys with his victims after a few days of attacks. He asks for tributes of gold or prisoners, and the weak-willed often fall upon one another in the vain hope of paying his bribe, only to be dragged away later when they are too weak to resist. When the Howling Blade attacked the caravan of Hebastion Crowe, Kurg manipulated the cowardly merchant into handing over all the gold, women, and half the men from his caravan, delivered neat and tidy in their own wagons. Kurg was so pleased with Crowe that he let him live a full week before hunting him down and dragging him off to be sold in the markets of Zharr Naggrund. Since then, "Kurg's Bargain" has become a morality tale caravan veterans teach new recruits.

Points cost: A Bruiser with Battle Standard may be upgraded to "Handsome" Kurg for 100 points (a total cost of 255 points). He counts as the Army Battle Standard Bearer and cannot be the Army General.

Equipment: Ogre club, Light armor, Howling Blade Banner, Look-out Gnoblar, Sword Gnoblar x 2, Ironcurse Icon (see WHFB 8th Ed BRB), and Wasteslaver Big Name.

Special rules: Cause Fear, Bull Charge.

Howling Blade Banner: This deceptive-looking standard features a bleached Beastman skull fitted with brass bells. When Kurg gives it a shake the innate magic comes to life, creating a howling, metal-shrieking noise across the open wastes and darkening the sky with clouds that spit multi-coloured lightning and booming thunder. The effect is purely pyrotechnic, but the display is used as a signal for the Howling Blade's hidden forces to attack, spelling doom for the slaver-band's enemies.

An army that includes the Howling Blade Banner treats units of up to 6 Bulls, 30 Gnoblar Fighters, and Hunters with two Sabretusks as having the *Howling Blade* special rule.

Up to half of the number of *Howling Blade* units and characters (rounding down) in your army may be set up to Ambush as detailed in the WHFB 8th Ed BRB on page 79 (Special Deployment). For example - an army with two Bull units, two Hunters, and two Gnoblar Fighter units may put up to three of these units and/or characters into Ambush.

Starting on Turn 2, provided Kurg is still on the field, he may forgo his unit's Movement phase in order to sound the Howling Blade Banner. Units set up to Ambush arrive on a roll of 2+. If Kurg is removed as a casualty, ambushing units may continue to Ambush but must roll a 5+. Units that fail to arrive on the field by the time the battle is over count as being killed for the purposes of calculating victory points.

Wasteslaver Big Name: Kurg is as clever and deceitful as he is ugly. The Howling Blade uses lightning raids to peck at the resolve of the enemy like a flock of vultures. Victims are dragged off and tortured to death, left as grisly totems to be found later. Swarms of Gnoblar pilfer weapons and supplies from enemy encampments. Come the actual battle, an enemy force facing the Howling Blade will be undermanned, their morale sapped, and possibly missing vital magical items from their arsenals.

Before the battle, after deployment, Kurg's controlling player may nominate D6 enemy units as victims of the Howling Blade tribe. Roll a D6 for each affected unit and consult the results table below. The results take effect immediately before the first turn is taken.

1-2 No change. The nominated unit managed to avoid the surprise attack of the Howling Blade Tribe.

3-4 The nominated unit suffers D3 S4 hits (randomized as shooting) with no armor saves allowed.

5 The nominated unit suffers a -1 penalty to all Leadership rolls for the remainder of the battle. Units that are *Stubborn* or *Unbreakable* are treated as rolling a 3-4 on the chart instead.

6 One magic item from within the nominated unit is pilfered at random as chosen by that unit's controlling player. If the item which has been stolen was a magic weapon or armor, it is replaced with a non-magical equivalent (example - a stolen Siege-breaker becomes a mundane Great Weapon). Units without any magic items are treated as rolling a 5 on the chart instead.



Hershel Gantz kept his eyes on the metal gut-plate of the Ogre beside him while his men produced an armored wagon. The dozen or so women inside watched their new owner with pale, wide-eyed faces.

"The f-finest women," Gantz stuttered, "...They were for Ind. For the harems."
The Ogre appeared to think it over, puffing on a thick cigar. "...Hunh. Could be we got us an accord."
Gantz perked up. "Then, you'll let the rest of us go? No more attacks?"
The Ogre grinned through a cloud of smoke, "You got my word."

ARMIES OF THE OGRE STRONGHOLD

*The Ogre Stronghold brings Ogre Kingdoms armies from across the world together in one place. In this issue we're climbing dizzying heights as we take a look at Nightmare's recently restarted **Tribe of the Dragon's Mountain**.*

How long have you been playing Warhammer Fantasy?

The first time I heard of Warhammer (and tabletop wargames in general) was about seven years ago. A bit of an odd choice of hobby for a 13-year-old girl, but I've always preferred playing with little cars and plastic soldiers over dolls, even when I was very little. The first army I collected was Chaos. I learned to paint, and very soon attempted my first conversions. Since then I have tried several other tabletop games, and painted loads of miniatures. At the moment I own a Conformation army, a playable 40k Ork army, a Mordheim warband and this work-in-progress Ogre Kingdoms army for Warhammer Fantasy.



What the idea behind your army?

A Great Orc is a truly terrifying creature, bearing characteristics of both Ogre and an Orc. Humongous body of the former, puny brain of the latter.

They are a nomadic tribe, roaming somewhere between the World's Edge Mountains and the Mountains of Mourn. The tribe itself is divided into three Hordes - White, Black and Red Horde, each led by a Khan. The only one higher in hierarchy is the mightiest of all great Orcs - the Overtyrant. He does not roam with the hordes, but is settled in the stronghold upon the Dragon's Mountain, their sacred place.

The Khans take their armies on raids to the Old World, often allying with Goblin wolfrider tribes. The Great Orc shamans are masters at brewing magical potions which enhance the stamina, toughness and strength of their warriors. As well as that, they are capable of wielding raw, primitive magics.

How big is the army?

A few years ago, when I started working on it, I managed to reach about 1000 points. Now, after a long hiatus, I decided to redo the entire army and reach 2500 points. At the moment, I have a small unit of Bulls, the same amount of Ironguts, a battle standard bearer, a Butcher, a Gorger and a couple of Leadbelchers. Not much, really. It takes ages for me to finish an army, mostly because other projects tend to interfere.



Where did you get the idea and the conversion inspiration?

The inspiration came mostly from Rackham's Confrontation orcs. I really liked the looks of those and seeing them in the pictures, I somehow imagined them Ogre-sized. So, when I made a test model out of an Ogre and liked the result, I went on to make an army. The idea of a force made up of relatively few models, with everyone of them heavily converted, appealed to me. The first version of the army used to have a more mongolian flavor, more armor, and were painted in very dark tones. The redone great Orcs show more skin, and have a lighter color scheme.

Where did you get the idea and the conversion inspiration?

A painter, definitely. I literally can't remember the last time I used my models to play a game. "Then why do you paint armies?", one might ask. Well, it's because I get ideas which just have to come out. And I really enjoy seeing a fully painted army.



Has 8th edition forced some changes in this army?

In 7th edition, the army relied on multiple small units of Ironguts led by Butchers, supported by Leadbelchers and Yhetees, and with a brutal tenderiser-wielding Tyrant for heavy beating. MSU is no longer so effective in 8th, so now the army list looks completely different. More Bulls than Ironguts, bigger units, Scraplauncher, Gorgers, Gnoblar fighters. And the "Tyrant+3 Butchers" combination of characters is getting replaced by "Tyrant+Slaughtermaster+Butcher+BSB".

Is this a finished project, or are you planning on adding some more green thugs?

My goal is to bring the army up to 2500 points. However, since I'm busy with studying and constantly distracted by other projects, it's quite uncertain when that will happen. But I'm OK with that, this is a hobby and it's supposed to be a relaxation, not another source of pressure.

*We hope you've enjoyed this edition of **Armies of the Stronghold**. If you are interested in seeing Nightmare's previous Dragon's Mountain models take a look at their gnoblog on the Stronghold!*

Join us next issue when we take a closer look into another Ogre tribe!
-Randroid



The Word of Hashut



The ezine for Chaos Dwarf Generals - www.chaos-dwarfs.com

**NEXT
ISSUE
NOV
2011**

COMING NEXT ISSUE

- * NEW OGRE BOOK REVIEW**
- * TUTORIALS AND HOW-TOS**
- * AUNTY DOREEN, TACTICS, FICTION, AND MORE**

Thanks to all the dedicated Ogre lovers who have contributed to the Bellow! Without your contributions this webzine wouldn't exist!

Interested in joining the team? Send email submissions to: bellow@ogrestronghold.com

Until next time... stay hungry!



**HERMUT
ALLMIGHTY**

Dario Jelušić - fantastico20@gmail.com

*Dario
2011*